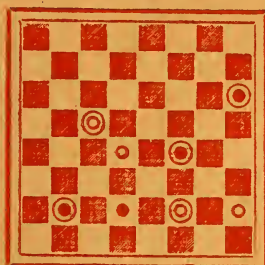# Kansas State Checker

Association

Why Don't You Join?

Black

White

Black to Move and Win

Organization Number, Containing

Standard Laws of the Game, Course of Study
for Beginners, Explanation of the Two Move
Restriction, Historical Items of Interest, the
Elementary Positions, and Other Useful
Information.

Collected set.

Much of the credit for the achievements of this association is rightfully given to our President, Frank G. Farmer who has been a tireless worker for its advancement, and as such faithful service should not go unrewarded the author acting on the suggestion of many of the members takes this opportunity of tendering the thanks of the association.

We acknowledge our obligation to you, Mr. Farmer, and assure you of our appreciation and as a fitting reward for your faithful services we wish you many happy years in which to enjoy the benefits you have striven so faithfully to gain for this organization.
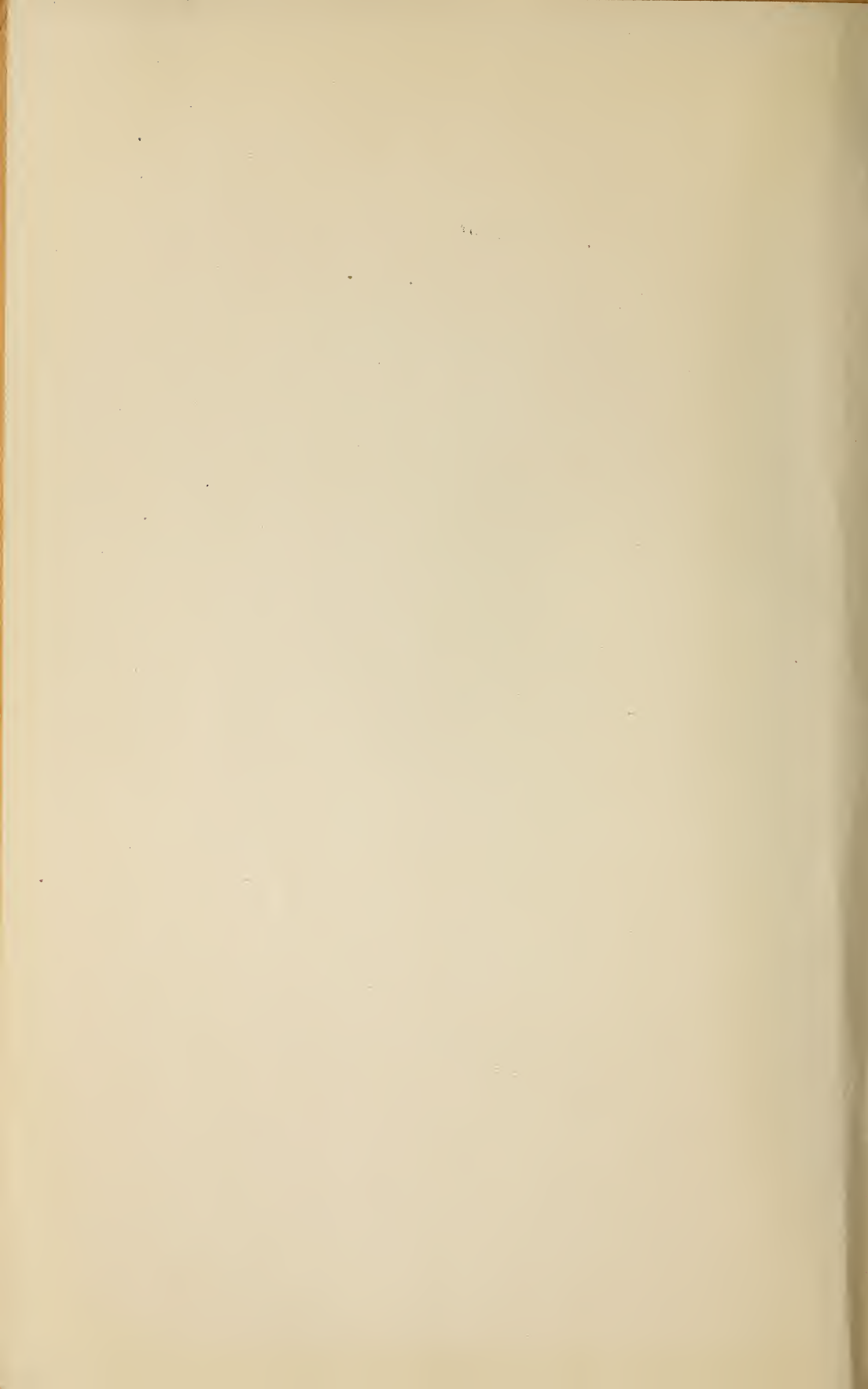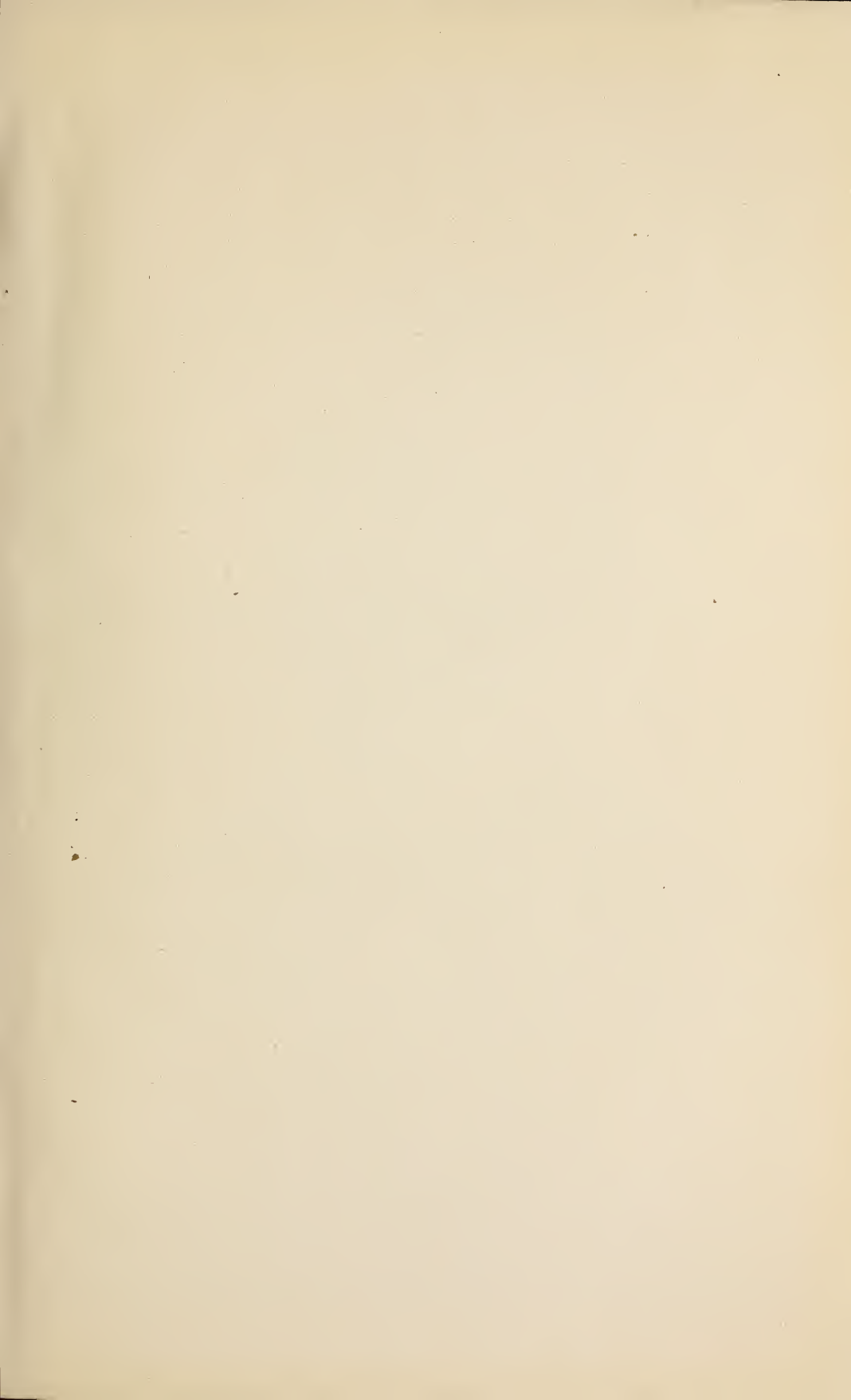
W. S. MORSE

History of

Kansas State Checker

Association

Why Don't You Join?

Officers 1915

Frank G. Farmer, President   Walter L. Smith, Vice President
Wichita, Kansas   Coffeyville, Kansas

Earl Parkhurst, Secretary
Independence, Kansas

VOLUME   APRIL
ONE   1915

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Montgomery County Chess and Checker Asssociation

INDEPENDENCE, KANSAS

In harmony with this great age of progress in which organization and efficiency are the prevailing issues of the day, we as members have pledged our support to this association, its principles and its policies.

We believe that our united efforts to promote the scientific study of this game will be crowned with success, and by reason thereof, our Sunflower State will gain recognition and prestige equal to that it has so meritoriously received in all other fields of endeavor.

Let us so conduct ourselves, that our every act will reflect with credit, and honor to our cause, thus enabling others to see, and hear, and know of the noble purpose, which actuates our fraternal existance.

And when at last the Master calls, may each have formed new friends through this Association, who will sincerely regret his departure.

Kansas State Checker Association.

. . . .

INTRODUCTION.

Every organization of this character must have as its object some commendable purposes if it hopes to survive the test of time and gain the support of an exacting public which sanctions the expenditure of time, money and energy only when necessary for the attainment of some worthy cause. We point with pride to the results already accomplished and in these pages will be found a brief outline of the policies for which we stand as well as the work we hope to perform in the future.

SOCIABILITY AND GOOD FELLOWSHIP.

The first subject to command our attention is the establishment of closer relationship among the players in this state, thereby insuring their support and co-operation, in this manner we are able to concentrate our efforts and work in harmony for the upbuilding of the Association. To this end each member should assist in promoting the spirit of fraternal regard, bearing in mind that it is his duty to put aside any feeling of personal prejudice or antagonism and extend a hand of welcome to any and all members we now have or may have in the future.

As competition is the prevailing feature in our tournaments it is well to remember that it is better to be a good loser than a dissatisfied winner and the welfare of the game demands that any trivial misunderstanding must at once be adjusted instead of being enlarged upon until a reconciliation is impossible.

These are the true sentiments of every member of the association and each of our former meetings have been conducted in a harmonious manner. Our tourneys have attracted men of all stations in life and any differences are promptly forgotten and each is united across the checkerboard with only the good of the game at heart.

-Sociability and good fellowship are ever popular virtues and any organization having these principles as the corner stone of its foundation has overcome the most serious obstacle to its advancement; it is therefore necessary that care be exercised in order to grasp every opportunity to demonstrate this feature of our fraternity.

SCIENTIFIC STUDY NECESSARY FOR SUCCESS.

The encouragement of scientific study is of course the primary object of this association, as the different treatises on the game contain the standard lines to which the strongest players have devoted their attention for hundreds of years; and while there are a few strong players who have become so by their own experience they are the exception and not the rule. This is universally conceded and the player who would become proficient must profit by the discoveries of others as well as his own.

Experience has proven that the best way to remedy any shortcomings is by additional education, and to argue that a player depending on his own ability is the superior of one who studies the books is as absurd as it would be to say it was beneath the professional dignity of an attorney to look up the legal precedents having a direct bearing on his client's case, or for a physician to refuse to consult the works of eminent authorities when uncertain as to the best treatment of the ailment with which the patient was afflicted.

Checker books are merely authentic records of previous games compiled in such manner that the student may refer to them when in doubt as he would to a dictionary for the correct spelling of a word; to a history for the date of any event or to an encyclopedia when in search of reliable information on any scientific subject. Dictionaries, histories or encyclopedias do not always agree and the same is true of checker books; the differences however are slight and the fact remains that a standard treatise devoted to any one subject exclusively, contains the most approved methods of dealing with the situations arising in that particular line.

Local clubs afford the best opportunity for creating interest and promoting the study in any community; good resolutions made at the time of the tournament are often broken because the player loses interest when compelled to work alone, and no matter how small the membership, the Club meetings, if regularly attended, will improve the play of each individual member; in addition it is possible to interest others in this way and assist them until they understand the more important principles involved and are able to grasp the idea when these theories appear in their later studies.

In order to assist those desiring to study and not familiar with the different publications on the game, we have outlined a course covering the ground from novice to expert, and it is safe to say that if these suggestions are carried out an excellent foundation for future work will have been laid and the student may at any time add the books appealing to his individual taste.

THE GAINING OF NEW MEMBERS.

The gaining of new members is another question worthy of our serious consideration in view of the fact that only a small portion of the players have ever attended the tourneys, or affiliated with our association in any way. The task of getting new material rests upon the general membership and each should endeavor during the year, to induce at least one new member to join; if this plan is carried out our success numerically is assured and the results attained by our individual efforts will be especially gratifying.

The dues are $1.00 per year, which also serves as the entrance fee to the tournament but the excuse of being unable to attend the tourney does not justify the player in withholding his support from the association.

Under the present rules of admission any white citizen residing within the borders of this state is eligible to membership regardless of his playing ability; a good reputation being the only requirement. We want and need the assistance and co-operation of every checker enthusiast, and this opportunity of associating with other players should prove beneficial to all. While it is true that most of our members are strong players, a cordial invitation is extended to each and every one to join, and it is pointed out that the experts of today have risen by their own endeavors and a like future is in store for any one willing to work and study.

COURSE OF STUDY.

The beginner is often at loss to know which of the many books are best suited to his individual needs, and while this depends largely upon the playing ability acquired from previous experience Lee's Guide to the Game of Draughts is the more likely to suit the average player; this book is one of the oldest, as well as the most universally recognized as authority; it contains diagrams of critical positions and instructive notes by the author, making it comparatively simple for any one to understand. The new edition, revised by John W. Dawson, is now in print, and among the other qualifications the price of fifty cents makes it the most reasonable on the market.

Horsfalls Problem Book (price $1.00) should also be added and the student should familiarize himself with the problems forming the elementary positions and be able to recognize similar formations in cross-board play. Professionals win many games by being able to force positions which have been recognized as wins or losses for many years and with which they are quite familiar, and it is safe to say that no one can lay claim to being an expert without first having mastered the fundamental principles upon which they are based.

Hill's Manual (25c), Spayths for Beginners (75c) and At-well's Scientific Draughts ($1.00) may also be used in connection with the Guide and Problem Book if desired, but the official paper of this Association, The St. Louis Globe Democrat is recommended as being without a superior and should be read by every one interested in any way with the current events of the checker world.

FOR THE SECOND YEAR the British Draughts Player ($1.50) and Dunnes Draughts Praxis ($1.50) will form the basis of study and every opportunity to engage in correspondence play should be accepted as this is perhaps the most instructive of any owing to the fact that it permits of a more extended analysis by allowing time for reference. A series of correspondence games gives the student an opportunity to make practical use of his knowledge and will point out many of his weaknesses and allow him to remedy them by additional study. The President or Secretary of this Association is in a position to match a series of these games with some one of practically the same playing strength and upon being assured of promptness in answering the play will make the necessary arrangements. Gould's Problems ($1.00) Anderson's Checkers ($1.00) and American Checker Player ($1.00) are other good reference books for this grade.

Cross-board contests, in which the two-move restriction as well as the standard rules are strictly adhered to, will also prove beneficial and particularly so if the opponent possesses equal or superior playing ability. The State Tournament affords the best opportunity of making the acquaintance of strong players and should be attended when other interests will permit, as the educational value of a tournament compares favorably with months of study alone.

FOR THE THIRD YEAR the Scottish Draughts Player ($3.00) and Robertson's Guide ($3.00) will be found especially desirable and the student should take an active part in the criticism of play through the checker column, answering all the problems and send in his figures as correction where the case warrants; this will do much toward training the player to depend on his personal analysis and will assist in creating confidence in his own ability.

Improvements and corrections of play are constantly being made and this form of study will do much toward keeping abreast of the times. The composition of difficult problems and their publication accompanied by a complete analysis is another form of study which ranks very highly for players of this grade.

Gould's Memorable Matches ($1.00), Banks-Henderson (50c), Barker-Jordan ($1.00), Pomeroy-Jordan ($1.00) and Banks-Jordan $1.00), should complete the course and in conclusion it is well

to state, that these selections were not made with the intention of showing any favoritism, and it is hoped we will not be accused of partiality on this account, as we freely admit that there are many other treatises on the game which are equally meritorious.

For any of these books, or information regarding others the reader is referred to Henry Hutzler, dealer in checker books, 3235 Bishop St., Cincinnati, Ohio, who will give courteous attention to any and all inquiries regarding this subject.

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STANDARD LAWS OF THE GAME.

ANDERSONS.

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THE STANDARD BOARD.

1. The Standard Board must be of light and dark squares, not less than fourteen and one-half inches nor more than sixteen inches across said squares.

2. The Board shall be placed so that the bottom corner square on the left hand shall be black.

THE STANDARD MEN.

3. The Standard Men, technically described as Black and White, must be light and dark (say red and white, or black and white), turned, and round, not less than one and one-eighth, nor more than one and one-fourth inch in diameter.

4. The Men shall be placed on the Black Squares.

PLACING THE MEN.

5. The Black Men shall invariably be placed upon the real or supposed first twelve squares of the board; The White upon the last twelve squares.

ORDER OF PLAY.

6. Each player shall play alternately with Black and White Men, and lots shall be cast for the color only once, viz: at the commencement of a match, the winner to have the choice of taking Black or White.

7. The first move must *invariably* be made by the person having the Black Men.

TIME LIMIT TO MOVES.

8. At the end of Five Minutes (if the move has not been previously made), "Time" must be called in a distinct manner, by the person appointed for the purpose; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.

9. When there is only *one way* of taking *one* or *more* pieces, "Time" shall be called at the end of One Minute; and if the move be not completed on the expiry of another minute, the game shall be adjudged as lost through improper delay.

ARRANGING THE MEN DURING A GAME.

10. Either player is entitled, on giving intimation, to arrange his own or his opponent's pieces properly on the squares. After the first move has been made, however, if either player touch or arrange any piece without giving intimation to his opponent, he shall be cautioned for the first offense, and shall forfeit the game for any subsequent act of the kind.

TOUCH AND PLAY.

11. After the pieces have been arranged, if the person whose turn it is to play *touch* one he must either play *it* or forfeit the game. When the piece is *not playable,* he is penalized according to the preceding law.

12. If *any part* of a playable piece be played over an angle of the square on which it is stationed, the play must be completed in *that direction.*

CAPTURING PLAY.

13. A capturing play, as well as an ordinary one, is completed whenever the hand is withdrawn from the piece played, even although two or more pieces should have been taken.

14. When taking, if a player remove one of his own pieces, *he* cannot replace it; but his *opponent* can either play or insist on his replacing it.

FALSE OR IMPROPER MOVES.

15. Either player making a false or improper move, shall be cautioned for the first offense, and for any subsequent act of the kind shall instantly forfeit the game to his opponent.

THE "HUFF" OR "BLOW."

16. The "Huff" or "Blow" is, *before one plays his own piece,* to remove from the board any one of the adverse pieces that might or should have been taken. But the "Huff" or "Blow" never constitutes a play.

17. The player has the power either to *huff, compel the take,* or to *let the piece remain on the board,* as he thinks proper.

CROWNING THE MEN.

18. When a Man first reaches any of the squares on the opposite extreme line of the board it becomes a "King," and can be moved backwards or forwards as the limits of the board permits (though not in the same play), and must be crowned (by placing a man on the top of it) by opponent; if he neglects to do so, and play, any such play shall be put back until the Man be crowned.

DRAWN GAMES.

19. A Draw is when neither of the players can *force* a win. When one of the sides appears stronger than the other, the stronger party is required to complete the win, or to show, to the satisfaction of the umpire or referee, at least a decided advantage over his opponent *within forty of his own moves*—to be counted from the point at which *notice* was given—failing in which, he must relinquish the game as a draw.

CONDUCT OF PLAYERS AND SPECTATORS.

20. Anything which may tend either to annoy or to distract the attention of the player is strictly forbidden—such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched, or smoking. Any *principal* so acting, after having been warned of the consequence, and requested to desist, shall forfeit the game.

21. While a game is pending, neither player is permitted to leave the room without a sufficient reason, or receiving the other's consent or company.

22. Any spectator giving warning, either by sign, sound or remark, on any of the games, whether played or pending, shall be ordered from the room during the match, and play may be

MATCH GAMES.

23. A match between equals, wins and draws to count, should consist of an even number of games, so that each player may have the first move the same number of times.

ENFORCEMENT OF THE LAWS.

24. Either player committing a breach of any of these laws must submit to the penalty, and his opponent is equally bound to exact the same.

UNFORSEEN DISPUTES.

25. Should any dispute occur not satisfactorily determined by the preceding laws, a written statement of facts must be sent to a disinterested arbiter, having a knowledge of the game, whose decision shall be final.

Black

White

The Numbered
Board.

White

Black.

In diagram No. 1, it will be seen that the top, or king-row line of squares, is numbered from left to right, beginning with the figure 1, and wherever this figure is located that side of the board is always occupied by the black men, which, at the beginning of a game, are set on squares 1 to 12, inclusive. In the same diagram, the bottom line of king-row squares is numbered 29 to 32, from left to right, which figures always indicate the white side of the board, the white men being set on squares 21 to 32, inclusive, at the commencement of a game.

Let is be assumed that the black and white men are set as directed, and that the players, designated as A, who has the black men, and B, who has white, are ready to start their first game, black men at top of diagram and white men at bottom. Black always moves first, and, finally the first game is ended.

A second game is to begin, and while the board continues stationary, the numbers of the squares are reversed, and A now has the white men, his right hand double corner square being changed from 1 to 32, while B plays the black men, his right hand double corner square becoming 1 instead of 32. In the first game, A, having the black men, made the first move, but in the second game, B. makes the first move, having the black men.

The error of attempting to rightly play checkers on a board on which figures have been written to indicate the numbers of the squares will now be plainly apparent. The numbers of the squares must be reversed in each game, as the players alternately use the black and white men, hence a marked board inevitably results in a muddle, and such procedure cannot be too strongly condemned. In this connection it should be emphatically stated that strong players did not number the squares on their boards at the beginning, *which should never be done.* If a student takes so little interest in learning the game that he cannot remember the numbers on his board without marking figures on the squares. he never will acquire any considerable degree of checker proficiency.

THE STANDARD OPENINGS

In order to designate the different lines of play and permit of their individual discussion, certain formations have been grouped together under one heading or name, and all play arising after these are formed is given as variations of this particular game. This plan is followed in each of the publications devoted to the game and it is very essential that all the openings be memorized as by this means alone will the student be able to refer to all the play he is likely to encounter

The names of these standard openings and the moves necessary for their formation are given on the back cover page of this work, and while one of the confusing points regarding the openings is the different number of moves necessary for their formation; it will be noticed that Denny, Double-Corner, Dundee, Edinburgh, and Kelso are formed by the first move; Ayreshire-Lassie, Bristol, Bristol-Cross, Cross, Paisley, Single-Corner and Swicher receive their name at the second move, and several of the others are formed by the three first moves but the Black-Doctor and the White-Doctor are especially long requiring nine and ten moves respectively.

Although each of these openings merit recognition several of them are considered very weak, and in order to give the student an idea of which to avoid, these have been designated with (*) ; while it is well to be familiar with these as well as the others the best policy is to take up the study of the stronger games first as it takes a very strong player to carry these openings to a draw and the novice has small chances of gaining a win if playing the weak side. One of the games (Laird and Lady Refused) is irrevocably lost at its formation.

THE THEORY OF THE MOVE.

The theory of the move has been very ably discussed by various authors in the different text-books; and while these systems are very complicated to those unfamiliar with this method of calculation, diligent study will enable each to master this very important principle upon which so much depends in the scientific analysis of this game. By this method it is possible to determine with accuracy whether you have the move or are able to gain it by a trade and this advantage becomes apparent when the games, which have been won or lost by a change of the move at the right time, are taken into consideration.

A very lengthy discussion is given this important theory in part one of Gregg's Guide to the Game of Draughts, and anyone desiring to take up the study of this method should have one of these books in his possession.

THE ELEMENTARY POSITIONS

(Courtesy Horsfall's Problem Book.)

A,31 27	9 14	6 10	31 27	14 9	18 23
B, 1 5	6 2	22 26	H,10 15	19 23	1 6
C,27 23	D,14 17	F,23 18	1,27 24	9 6	23 27
5 9	2 6	26 31	I, 15 11	23 18	6 10
10 6	E,17 22	G,18 14	24 19	J, 6 1	

Thus far the play is by Dr. Brown, who now brings the position into one of Sturges's, published in 1800, the solution being as follows:—

27 23	18 23	24 20	*28 32	P,16 20	T,28 32
10 15	32 28	K,23 19	M, 8 12	Q,15 18	8 11
23 27	23 27	20 24	*32 28	R, 24 19	32 27
15 19	28 32	19 15	23 27	32 28	11 8
27 32	19 23	24 27	15 18	S, 19 16	27 23
11 15	32 28	15 18	24 27	18 23	8 11
32 27	27 32	L, 3 8	28 32	16 11	23 18
15 18	28 24	18 15	27 24	23 19	11 8
27 32	32 28	27 23	18 15	11 8	W wins

(a) 31-26 allows a draw by 3-8, 26-23, 8-11, 23-19, 11-15, and the Black man reaches the double corner.

(b) If 3-8, 10 7, 1-5, 7 3, 8-12, 3-7, 5 9, 7-11, 9 14, 27-23, 14 17, 23-19, 17 22, 11-15, W. wins.—Dr. Brown

(c) 10 6, 3-7, 6-2, 7-10, 2-6, 10-14 draws, while 27 24, 5 9, 10-6, 9 14, 6-2, 14 18, 2 6, 18-23, 6-10, 23-27, 24-19, 27-32, 19-16 32 27, 16-11, 27 24, 11-7, 3-8, 10-15 drn.

(d) 3 8, 2-7, 14 17, 7-3, 8 12, 23 19, 17 22, 3-7, 22 26, 7-11, 26-31, 11-15, 31-26 15 18 W. wins.—F. W. Drinkwater

(e) If 3 8, 6-10, 8 11, 10-14, 17 22, 23-19 W. wins.—Dr. Brown

(f) 10 15 allows a draw by 26 31, 23-18, 31 26, 18-14, 26 22, 14-9, 22-17, 9-6, 17-14 If White varies this play he loses the grip on the man on 3, who escapes to the opposite double corner.

(g) Again 10 15 draws by 31 26 and the foregoing note.

(h) Forced, for if 14-9, 27 24, 10 15, and the man escapes by 3 8, 9-6, 24 20, &c.—Drawn.

(i) This move is essential, as it keeps the defending pieces seperate until White crowns his man and forces the attack.

(j) 6 2 allows a draw by 3 7, 11-16, 7 10, &c.

(k) It is immaterial now whether the man is on 3 or 4, the win is the same. This move should be carefully noted, as if 23 18, allowing 20-16, when the Blacks join forces by 28 24, 16-11, 24 19, 11-7, 18 23, 7-11 holds the draw safe.

FIRST POSITION

DR. BROWN

White to play and win

(l) The student will wonder why this move has not been played before. A little consideration will show that in such case the White kings had the power to force the man on 12 and win as in the following play. The text line is the most stubborn defence.

(m) 23 26, 32-27, 26 22, 27-23 W. wins.

(n) 27 32, 18-23, 12 16, 28-24 W. wins.—Drummond.

(o) 27 31, 18-15, 31 26, 32-27 W. wins.—Drummond.

(p) 16 19 loses by 32 27, &c. 24 20 loses by 32 27. One of the puzzling points of this position is formed by playing 24 28. We were unfortunate in having to play the defence in the 1898 Championship tourney, and adopted this line when our opponent slipped by 15 18, 16 19, 32-27, †19-23 Drawn. The slip is of frequent occurence, and the point should be thoroughly understood. Instead of 15 18, play 15-11, 16 19, 32-27, 28 32, 27-31, 32 28, 11-16, 19 24, 16-19. W. wins.—Sturges.

‡ Beware of 28-32 or White throws 27 24, 19-28, 18 23, and wins.

(q) The beginning of the end

(r) 24-28, loses by 18 23, 20-24, 23 19

(s) 20-24, 18 23, 19-26, 28-19, 26 22, 19 23. W. wins.

(t) The king is now worked round, via 27, 23, 18, 15, and pins the Black man to the side.

Variation 1.

27 23	†27 32	28 32	V,28 24
14 10	3 8	18 23	23 18
3 8	32 28	32 28	W,24 28
10 7	8 11	23 27	18 15
8 12	28 32	28 32	X,28 24
7 3	11 15	19 23	32 28
23 27	32 28	U,32 28	Y,24 27
15 19	15 18	27 32	15 18

Same as trunk at n.

†The play to this point is by Dr Brown.

(u) 12-16, 27 24. W. wins.

(v) 12-16, 32 27, 16-20, 27 32. W. wins. Drummond.

(w) 24-20, 32 27, 20-16, 18 15, 16-20, 15 11. W. wins. Drummond. Or if 24-19, 32 28, †19-16, 28 24, 16-11, 24 20 11-8, 18 15. W wins.

†12 16, 28 32, 19 24, 18 15, W. wins same as trunk.

(x) 12 16, 18 15, wins as shown in note (p).

(y) 24 20, 15 11, 12 16, 28 32, 16 19, 11 15, †19 24, 32 28 24 27, 28 32, 27 31, 15 19. W. wins.

†20 24, 32 27. W. wins.
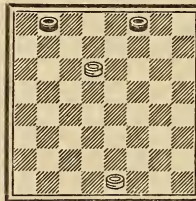
No. (I)—Late J. Smith

Black to play and draw

——Solution to No. 1.——

20 24	*23 14	*14 9	· * 5 1	*16 19
6 15	16 11	7 2	15 10	
26 23	*24 28	* 9 5	*12 16	
19 16	11 7	2 6	6 9	Drawn

——Solution to No. 2.——

12 16	* 7 10	*19 24	20 27	31 27
5 9	A,15 11	27 23	. *27 31	
*16 19	*10 15	24 27	10 19	Drawn
9 6	B,11 8	31 24		

A.—6 9　19 23 draw.　B.—6 10　19 23 draw

No. (II)—W Beattie
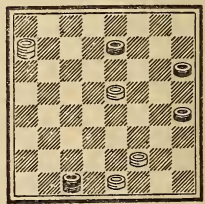
Black to play and draw

THE ELEMENTARY POSITIONS

(Courtesy Horsfall's Problem Book.)

14 18	‡24 19	22 25	23 19	27 23	15 19	
11 16	11 16	28 32	28 32	22 17	27 32	
18 15	19 15	25 29	24 28	23 18	19 24	
16 20	16 20	32 28	3, 32 27	17 13	32 28	
15 19	15 11	29 25	19 15	18 14	11 16	
20 16	20 24	28 32	4, 27 32	28 32	28 19	
19 24	3 7	25 22	15 18	19 15	16 23	
A, 16 11	24 28	32 28	B, 32 27	32 27	12 8	
23 27	7.10	22 18	28 32	15 10	E, 23 18	
1, 11 8	28 32	28 32	27 24	27 24	8 3	
27 32	10 15	18 15	18 23	18 23	18 14	
8 11	2, 32 28	32 28	C, 24 28	24 19	3 7	
32 27	15 18	15 19	23 19	14 10	6 1	
11 8	28 32	28 32	31 26	19 24	7 11	
27 23	18 22	19 24	32 27	10 15	14 9	
8 11	32 28	32 28	26 22	24 27	B. wins	

‡ 24-20, 11 15, 20-16, 15 10, 16-11 also wins.

(a) 16-20, 23 27, 20-16, 24 20, 31 24, 20 11 B. wins.

(b) If 31-27, 18 22, 27-23, 28 24 B. wins.
If 31-26, 18 14, 32-27, 28 32 B. wins.

(c) 24-27, 23 26 B. wins.

(d) We are now into a well-known stage of the "2nd Position." The student should particularly note how essential it is to bring the king to this square, as it is the only way in which he can force the final exchange by which he gains the "move" on the opposing king.

(e) It is immaterial whether the man is held on 13, 21, 29 or 30, as Blacks are able to again exchange off such piece, thus regaining the "move" and forcing the win.

Variation 1.

31 26	16 20	22 17	20 16	20 16	20 24
24 19	27 31	15 18	26 23	19 15	3 7
F, 11 16	26 22	17 13	16 20	16 20	24 19
19 15	31 26	18 14	23 19	15 11	7 10

and Black crowns the man on 10, winning as in trunk

(f) 26 22, 19 23, 22 17, 23 18, 17 13, 18 14, 11 15, 27 31, 15 19, 31 27, 19 16, 27 23 wins same as variation 1

SECOND POSITION
F W DRINKWATER

Black to play and win

31 27	15 18	32 28	25 30	27 23	19 24
G, 23 19	28 32	22 25	32 28	11 16	
32 28	18 22	28 32	30 26	23 18	B. wins

(g) 15 18, 27 24, 18 22, 32 28, 22 26, 28 32, 26 31 B. wins

Variation 3.

H, 31 26	19 15.	28 32	15 10	28 24	10 6
28 24	32 28	19 23	22 17	18 14	B. wins
26 22	24 19	32 28	23 18	17 13	as trunk

(h) 31 27 loses by 19 1 , 27 23, 15 10, 22 27, 10 14, 27 31 28 24, 31 26, 24 27, 23 19, 27 24, etc.

Variation 4.

G, 27 23	I, 23 18	K, 22 17	14 18	18 14	9 5
28 32	32 27	31 27	6 9	27 23	23 18
5, 31 26	J, 26 22	L, 18 14	M, 17 13	14 9	5 1
8 11	32 28	10 6	10 6	6 10	18 14

B. wins by " 1st Position."

(i) 23 19 loses by 32-27, and 26 22, 10 14 22-18, 14 10, 23-19, 32 28, 19-23, 28 24, 23-26, 24 19 B. wins.

(j) 18-22, 10 14, 22-25, 27 31, 25 22, 11 15 B. wins.

(k) 18 23, 10 14, ‡23 26, 31 27, 26 30, 27 23 B. wins.

† 22 18, 14 10, 23 19, 31 26 B. wins.

(l) 18 22, 27 23, 22 25, 23 18, 25 21, 18 14, 17 13, 10 15 wins as Variation 5.

(m) 17 14, 9 6, 18 22, 27 23, 22 18, 23 26

Variation 5.

O, 23 26	P, 31 26	30 25	22 17	
15 18	18 14	24 19	14 9	
26 30	26 22	25 21	21 25	
32 28	28 24	19 23	B wins	

(o) 31 27 loses by 32 28, 23 26, 28 24, 27 20, 15 18, etc.
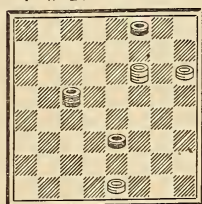
(p) 30 26, 28 24, 26 30, 18 23 and B can force a win.

Variation 6

31 26	18 14	S, 27 23	32 27	22 18	31 26
15 18	R, 32 27	14 17	18 22	27 31	23 19
Q, 27 32	28 32	23 18	17 21	26 23	B. wins

(q) 26 23 loses by 18 22, 23 19, 22 18, &c

(r) If 26 22, 28 24, 32 28, 11 16 B wins

(s) 27 31, 14 10, 26 23, 10 14, 31 27, 32 28, 27 32, 28 24 32 28, 24 27 B. wins.

No. (III)—W Hill

White to play and win

No. (IV)—J. K. Lyons

White to play and win

No. (V)—P Scott

Black to play and win

SOLUTIONS TO POSITIONS.

No. III					No. IV.					No V.		
	22 17	24 27	1 6	11 20		* 6 9	10 14	15 11		26 23	
18 14	16 19	9 6	26 22	2 27	2 7	17 13	*11 15	8 15	20 24	19 26	
15 19	17 13	27 31	6 2		8 3	*10 6	3 8	6 9	18 15	25 30	
23 .8	19 24	6 1	22 15		7 11	1 10	* 5 1		10 7	28 19	
19 23	13 9	31 26	16 20	W. wins	13 17	9 6	14 17	W. wins	2 11	B. wins	

THE ELEMENTARY POSITIONS

(Courtesy Horsfall's Problem Book.)

13 9	*25 22	D, 27 23	I, 24 20
22 18	15 10	22 25	22 26
• 9 6	22 26	20 16	20 16
A 18 22	14 18	25 22	26 22
B, 6 1	* 5 9	D, 7 11	I, 16 12
3, 22 18	10 6	I, 22 25	22 26
21 25	9 13	10 14	12 8
2, 18 15	6 10	25 22	26 22
C, 1 6	*26 31	E, 23 27	8 3
14 17	10 14	22 26	14 9
*6 2	*31 27	27 24	J, 15 10
17 14	18 22	26 22	B. wins

(a) If 18-15, *6 2, 15-18, 21-25 wins same as trunk line at 7th move. We have often trapped an unwary opponent with this 18-15 line by his replying 6-1, when 15-10 21-25, 14 17, 25-30, 17 22, 5-9, 22 17, 9-13, 17 22, 1-5. 10 14 draws.

(b) 6-2 allows a draw by 14 10, 5-9, 10 6 9-13, 6-10, 21 17, 22-18, 17 21, 18-22, etc.

(c) This should be carefully noted. If 25-22, 15 10, 22-26, 14 17, 26-23, 17 14, 23-19, 14 17, 19-16, 17 14, and the defence draws by holding squares 14 and 17
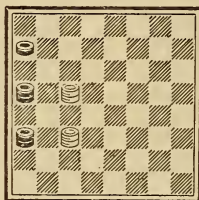
(d) The student with a little study will see how essential these moves are. The king having gained command of 23 must remain there as a guard against the attempt to play through 14-17, which would allow the draw, see note e.

(e) 23-19 allows a draw as follows :—

14 17	F, 23 18	25 30	15 10	25 22	H, 21 17
19 23	21 25	14 17	10 14	30 26
17 21	18 14	30 26	17 21	26 30	Drawn

THIRD POSITION

W. W. AVERY

Black to play and win.

(f) If 15-19, 21 25, 19-24, 25 30, 24-27, 30 25, 27-31, 25 30 drawn.

(g) 22 18 also draws. The text is preferable to tempt 10-14, when 25 21 wins for White.

(h) If 14-17, 22 18, and 17 14 draws, but 17-22, 18 25, 13-17, or 21 17, 25-22 W. wins.

(i) The square 19 and 11 must be avoided or White gets through 14-17 and Black being unable to exchange, a draw ensues.

(j) Having now separated the defending forces no difficulty will be found in crowning the man and winning in the ordinary manner.

Variation 1.

22 18	*11 15	26 22	20 16
*23 27	22 26	24 20	26 22
18 22	27 24	22 26	16 12

Black wins.

Variation 2.

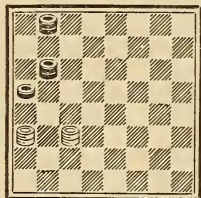|			
14 17	K, 17 21	18 9	21 30	30 26	26 31
5 9	9 14	1 5	*5 14	14 18	18 23

Black wins.

(k) If 18-15, 25 21, 17-22, 21 17, 22-6, 1-19 B. wins, or 17 21, 1-5, 21 30, 9-14 B. wins.
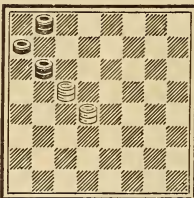
Variation 3.

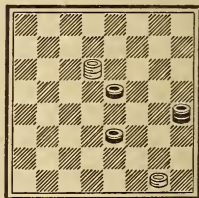|			
14 18	23 26	30 26	22 26	31 27	31 27
5 9	6 10	15 19	23 18	21 17	14 18
18 23	26 30	26 30	26 31	27 31
1 6	10 15	19 23	18 22	9 14	B. wins

No. (VI)—W H Griggs

Black to play and win.

No. (VII)—J. Wyllie

White to play and draw.

No. (VIII)—J. C. Craig

Black to play and win.

—— SOLUTIONS TO POSITIONS. ——

| No. VI.				No. VII.				No. VIII.			
	31 27	1 5			9 13	18 22			32 28	(a)	19 23
9 14	17 21	21 25		A, 10 14	5 9		15 19	23 19	32 28	22 17
J, 22 26	27 31	7 22			9 13	10 15			10 15	31 26	16 20	23 18
13 17	14 17	25 9		18 14	9 14		*20 24	24 27	27 31	17 21
21 25	31 27	5 14		13 9	15 19		15 18	26 22	20 24	27 31
14 18	21 25	29 25		14 17	14 17		*24 20	19 23	31 26	28 24
25 30	27 31	14 17		9 6	5 1		18 27	28 24	24 27	31 27
18 22	25 30	B. wins		10 14	17 21		2 6	27 31	B. wins	31 27
26 31	B. wins	(a)		6 2	1 6		19 23	22 17	Var I.	27 23
1 6		Var I.		14 10	6 9		6 9	31 27	B, 32 28	B. wins
30 26	Var I.	22 13		21 17	23 26		*19 24	24 20	16 19	(b)
6 10	A, 22 25	13 17		5 9	17 14		I, 31 26	23 18	31 26	32 27
26 23	13 17	14 9		10 14	17 21		*16 19		24 27	16 20
10 14	25 29	B. wins		1 5	Drawn		26 31		26 22	B. wins
				14 10	(a)		*19 23	B. wins		

THE ELEMENTARY POSITIONS

(Courtesy Horsfall's Problem Book.)
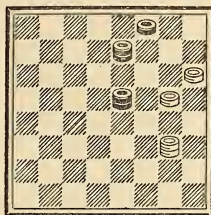
FOURTH POSITION
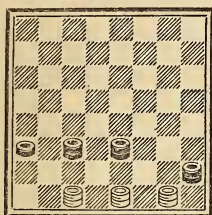
Black to play and win
White to play and draw

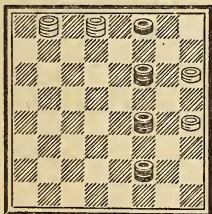**FIFTH POSITION**
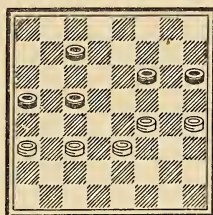
Black to play and draw

SIXTH POSITION

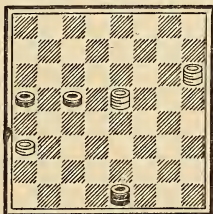
Black to play ; White to draw

——SOLUTIONS TO POSITIONS.——

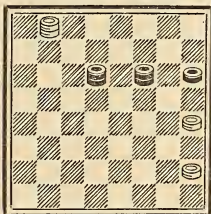| Black to play				(a)				(c)	
24 28	23 19	Drawn	24 27	(a)	24 20	24 20	24 27	(c)	16 11
28 24	27 31	———	6 2	6 2	2 6	B, 3 7	18 22	14 10	Drawn
32 28	18 22	Fifth	27 31	2 6	20 24	16 11	27 31	24 20	(d)
31 27	19 24	Position	32 27	10 15	3 7	15 8	22 18	10 7	14 10
24 20	22 26		13 17	2 6	15 8	12 8	31 27	20 24	8 3
28 32	30 23		22 13	31 27	15 19	12 3	18 14	15 11	15 11
22 18	28 24		6 10	6 15	23 16	Drawn	27 24	24 20	24 20
31 27	B. wins		13 9	27 24	12 19		11 8	11 15
23 19			11 15	20 16	8 4	(b)	20 24	16 11
27 31	White		9 6	14 18	15 11	19 24	8 4	15 8
19 24	to play		15 24	15 22	16 12	20 24	8 3	12 3
32 27	31 27		31 26	A, 23 19	24 15	Drawn	14 18	7 10	Drawn
			A, 23 19	Drawn	Sixth Position				
					A, 7 2	7 10		7 10	

BOWEN'S POSITION

Black to play ; White to draw

COWIE'S POSITION

White to play and win

DEANS' POSITION

Black to play and win

Bowen's Position	Var 1.	23 19	11 20	2 6	14 10	8 4	14 17	17 13	15 19	18 23
27 23	17 13	16 11	2 11	18 23	6 1	Drawn	23 26	26 23	6 10	24 28
1 6	6 1	19 16	15 8	6 10	19 24	———	17 21	13 9	19 23	23 30
19 15	3, 15 10	11 7	12 3	15 6	2 7	Cowie's	26 30	23 26	10 14	28 24
6 1	2 6	Drawn	Drawn	1 10	10 14	Position	13 9	9 6	11 15	30 26
15 18	10 14			5 9	16 11		25 29	26 30	14 9	24 19
1 6	4, 11 7	Var. 2.	Var. 3.	16 11	3 10	12 16	9 6	6 2	23 27	B. wins
18 22	6 2	6 1	13 9	23 19	1 6	31 26	29 25	30 26	9 14	
6 9	7 10	14 18	1 5	11 7	15 8	16 20	25 29	26 23	27 32	(a)
22 17	5, 5 1	1 6	9 14	19 16	12 3	26 22	2 6	23 26	14 9	22 18
2 6	14 9	2 11	5 1	7 2	14 9	20 24	29 25	23 26	15 11	11 8
23 19	20 16	15 8	14 18	Drawn	Drawn	22 26	6 10	9 14	9 14	18 27
6 10	10 15	6 10	as var. 2.			24 27	9 14	12 16	32 23	
11 7	1 6	8 4	at 2nd.	Var. 5.	Var. 6	13 17	25 29	26 23	14 18	20 16
10 6	9 5	20 16		20 16	14 9	27 31	10 15	14 17	16 19	23 19
19 15	6 1	4 8	Var. 4.	10 15	6 10	17 22	29 25	23 26	18 22	16 12
6 2	13 17	10 7	11 15	2 6	15 6	15 10	15 19	17 21	19 23	8 11
7 11	2 6	3 10	5 1	13 17	1 10	14 18	19 23	26 30	A, 28 24	
9 6	17 14	12 3	6, 14 10	5 1	9 14	25 29	31 27	11 15	
1, 17 14	6 2	10 14	6 2	17 22	10 17	19 23	29 25	20 16	
2, 20 16	14 18	13 9	13 9	6 2	13 22	21 17	W. wins	32 28	
11 20	2 6	1 5	1 5	22 18	20 16	*21 17	———	24 20	
6 10	18 23	16 11	10 14	2 6	22 18	f, 26 30	Deans'	28 24	
15 6	6 10	Drawn	5 1	18 23	16 11	10 14	Position	16 12	
2 18	15 6	(a)	9 5	19 16	18 15	18 23	10 15	15 11	
Drawn	1 10	3 7	20 16	23 19	11 8	17 13	1 6	22 18	
		20 16	14 18	1 6	15 11	30 25	23 26	23 26	B. wins

THE ELEMENTARY POSITIONS

(Courtesy Horsfall's Problem Book.)

8 3	18 22	15 19	27 31	c, 27 32	23 27
7, 6 10	A, 12 16	14 17	30 25	7 11	3 8
3 7	23 27	2, 19 23	31 27	23 19	27 23
10 14	B, 5 9	17 21	25 22	22 17	8 12
7 10	22 18	27 31	1, 27 32	32 27	23 27
14 18	30 25	22 17	22 18	17 14	11 16
10 15	18 15	31 27	23 19	27 23	27 23
18 22	25 22	21 25	18 22	14 10	
19 23	15 11	27 31	19 23	s, 23 18	
22 25	16 20	25 30	14 10	10 7	
15 18	11 15	31 27	32 27	18 23	
4, 25 30	3, 9 14	d, 17 14	10 7	7 3	Drawn

(a) In this position the aim is to compel Black to move the man from 12 to 20, and all White manœuvres have this end in view

(b) 16-20, 22 18, 5-9, 18 23 Drawn.

(c) In the original solution 27-31 was played but it loses as follows

27 31	31 27	27 31	32 27
*20 24	11 16	17 14	10 15
23 27	27 24	31 27	27 20
24 28	16 20	14 10	15 19
27 32	24 27	27 31	20 24
7 11	22 17	20 24	19 23

Black wins.—S G Veitch

(d) If 17-22, 27 31, 20-24 same as var 5 at 19th move.

Variation 1.

23 19	23 27	17 14	27 23
22 17	10 7	23 27	7 11
27 23	27 23	14 10	23 18
14 10			Drawn

same as trunk at s.

Variation 2.

19 15	26 31	19 15	25 30	15 19	22 17
22 26	*27 23	22 25	19 15	25 22	15 18
15 19	17 22	15 19	30 25	19 15	17 13

then *18 15 Draws.—J Stark.

TREGASKIS DRAW
1874.

White to play and draw

Variation 3.

22 26	27 23	13 17	17 21	20 24	24 28
15 19	9 13	15 18	18 22	23 27	27 32
26 31	19 15				Drawn

Variation 4.

5 9	25 30	5. 9 14	12 16	16 19	19 24
18 22	23 19	19 24	24 20	20 16	16 11
		Drawn			

Variation 5.

9 13	12 16	16 20	E, 13 17	17 22	22 25
19 24	24 27	22 18	6, 18 15	15 19	19 23

continue

25 29	19 23	F, 20 24	27 32
23 19	25 22	23 27	30 26
29 25	27 31	24 28	31 27

Drawn.—G C Roger

(e) 30-26, 27 31, 26-30, 18 23, 20 24, 23-27 drawn.—Stark.

(f) 22-17 31 27, same as trunk at 53rd move.

Variation 6.

18 23	27 24	27 31	12 16
17 22	18 23	19 16	26 31
G, 27 32	24 28	31 27	19 15
22 26	23 27	16 12	31 26
23 27	30 26	27 31	15 18
26 31	27 31	28 24	26 23
27 23	26 23	31 26	18 22
31 27	31 27	24 19	27 32
23 18	23 19	32 27	Drawn

—D Gourlay

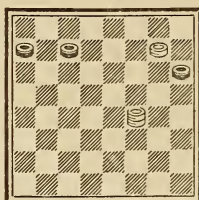(g) 27-31, 22 25, 23-27, 25 29, 27-32, 29-25, 31 27 drawn —Stark and Wyllie.

Variation 7.

5 9	11 15	12 16	18 22	27 31	32 28
3 7	9 13	24 27	20 24	32 28	24 19
9 14	19 24	16 20	32 28	31 27	28 32
7 11	14 17	27 32	24 27	28 32	19 15
6 9	15 18	17 21	28 32	27 24	32 27

then 15-10, 27 23, 10-14, 23 27 drawn.

" THE GREAT DIVIDE "

J. K. Lyons, Liverpool

White to play and draw

A, 23 18	19 23
17 13	13 17
18 14	32 27
12 16	17 22
10 15	27 32
2 6	22 25
*14 9	32 27
6 1	25 30
9 14	27 32
1 5	14 17
14 18	32 27
5 9	17 22
18 23	27 31
9 14	20 24
23 27	23 27
13 9	24 28
*27 32	27 32

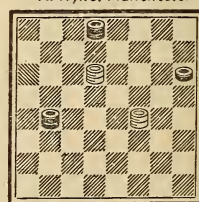|			
9 6	15 11	11 15	15 19
16 20	6 9	9 13	Drawn
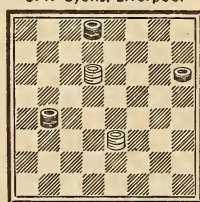
(a) The point of this problem is that the Black Kings must be kept " under observation " until the Black man is safely on square 20.

A. Hynd, Manchester

Black to play and win

17 13	27 32
19 23	21 25
13 9	32 27
23 19	25 30
9 5	19 23
19 23	18 15
5 1	27 24
23 19	*12 16
2 6	30 25
10 14	B, 30 25
1 5	28 24
14 18	25 21
6 10	24 28
18 23	21 17
5 9	28 24
23 27	17 14
9 14	24 28
27 23	15 18
14 17	A, 22 18	32 27	23 26
23 27	27 23		B, wins
23 27	10 14	27 32	17 21

(a) Most important.   (b) Only move to win.

Mr. Roger's problem (published 1875) is a connecting link between the Howard's and Tregaskis' In Howard's position the single Black man has to be held on 12, whereas in Tregaskis' the Black kings are held at bay whilst the man is forced from 12 to 20
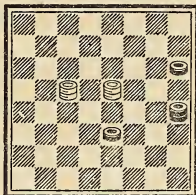
THE ELEMENTARY POSITIONS

(Courtesy Horsfall's Problem Book.)

J. W. HOWARD, 1860.

·14 18	20 16	19 15	14 17
23 27	27 23	32 28	23 27
18 23	28 32	15 19	17 22
27 32	19 24	7 10	27 23
15 19	16 11	23 27	28 32
32 28	24 19	10 14	19 24
23 27	/a,11 7	27 23	b, 22 17

Drawn.

(a) 11-8, 23 18 and we have what Mr. A. Sheean describes as the dividing line between the Tragaskis and the Howard systems. Perhaps, as Black has the option

White to play and draw

of forcing the play, it might be styled the connecting link. If Black plays 8-11, or 32 28, 18-23 draws by Howard's, Roger's or Holding's play but 32 27, *18-15, 27 31, *19-24, 31 26, *24-19, 26 22 introduces Mr. Sheean's "parting of the ways," where his play corrects Woodward's

(b) See G C. Roger's problem trunk play The lesson to be learned from Mr. Howard's problem is to keep the Black Kings divided whilst holding the black man on 12.

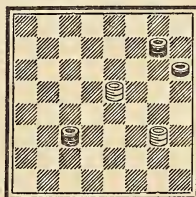### "THE PARTING OF THE WAYS."

A. Sheean, New Jersey
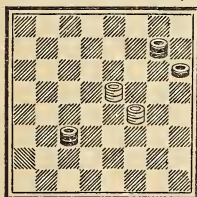
*19 23			14 17
22 17			24 27
*23 18			17 21
17 13			27 24
18, 14			21 25
a, 12 16			24 27
14 18			25 30
13 9			19 23
18 23			18 15
9 6			27 24
15 19			*12 16
8 12			24 28
19 15			30 25
6 2			28 24
23 27			25 22
12 8			24 28
27 23			B. wins

White to play and draw

(a) The Tregaskis' principle is shown at these points.

2 7	22 17	18 23
15 19	24 19	7 2
8 12	17 14	23 18
19 24	19 24	2 6
7 10	14 9	18 23
24 19	24 19	a, 6 9
10 7	9 6	23 18
19 24	19 23	10 14
7 11	6 2	18 23
24 19	23 19	9 13
a, 16 20	2 7	23 27
23 27	15 18	13 17
11 16	7 10	27 23
*27 23	18 23	17 22
16 11	8 11	23 27
23 27	23 18	22 18
Drawn	11 7	27 24

(a) Now into Mr. Allan Hynd's win in the "Great Divide" which is followed with slight alteration of the defensive play

A. Sheean, New Jersey

Black to play and win

(a) The Tregaskis' principle is shewn at these points.

'a, 9, 14	14 17	12 16	25 30	22 25	30 25
26 23	6 10	26 23	15 11	15 19	15 19
2, 5 9	1, 17 21	17 22	16 20	25 20	25 22
7 2	10 14	14 10	23 27	19 15	19 15
9 13	13 17	21 25	30 26	26 31	22 25
2 6	23 26	10 15	11 15	*27 23	15 19
		Variation 1			Stark

17 22	14 18	18 22	23 27
10 14	12 16	25 30	16 20
22 25			Drawn

Same as Tregaskis' var 5, at 5th move.

(a) 12-16, 26 23, 16-20. 23 19, 9-14, 7-2, same as var. 7 at 4th move.

Variation 2.

7, 14 17	10 14	3, 25 21	23 27
7 2	30 25	30 26	16 20
17 22	14 18	21 17	27 32
2 7	5 9	26 23	20 24
22 25	23 26	17 21	22 26
7 10	9 13	18 22	21 25
5, 25 30	4, 26 30	12 16	26 31

Drawn.—Wyllie

Variation 3.

25 29	23 19	29 25	26 30	29 25	24 27
18 23	17 21	19 24	12 16	26 23	Drawn
13 17	30 26	25 29	30 26	16 20	—Wyllie

Variation 4.

·26-22, 25 30, 18-23, 12 16, 23-27 drawn. Same as var. 1, at last move.

Variation 5.

5 9	6, 30 25	9 14	14 17	22 26	17 22
10 15	23 26	26 23	27 24	15 19	19 15
25 30	12 16	25 22	16 20	26 31	22 25
15 18	18 15	23 27	24 27	27 23	15 19

Drawn.—Wyllie

Variation 6.

9 13	23 27	13 17	27 31
18 22	16 20	18 23	Drawn
12 16	22 18	17 22	—Wyllie

Variation 7.

12 16	18 22	a, 5 9	20 24
7 2	6 10	15 19	23 27
8, 16 20	22 26	9 13	24 28
23 19	10 5	19 15	27 32
14 18	26 31	13 17	Drawn
2 6	19 23	15 18	—Stark

(a) 20.24, 23 27, 24-28, 27 32, 31-26 15-19 Drawn.—Stark.

J. STARK, 1880.

Black to play, W to draw

Variation 8.

14 17	23 19	5 9	19 15	25 30	27 32
2 7	22 26	18 23	18 22	27 31	29 25
17 22	11 15	9 14	15 18	22 25	31 27
7 11	b, 26 30	23 27	30 25	23 27	Drawn
16 20	15 18	14 18	18 23	25 29	—Stark

(b) 26-31 same as var. 7, at 11th move.

The Tregaskis principle is in evidence throughout this play.

A Kansas Problem.

Black to Move and Win.
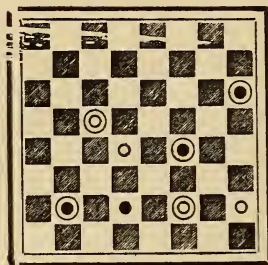
This intricate position was first published May 31, 1914, in the St. Louis Globe-Democrat under the heading of PRIZE PROBLEM No. 1612. All solutions to be sent to Walter L. Smith, prior to July 1, 1914.

No correct solutions having been received the time limit was extended to August 10, 1914, this however did not produce any results and on August 16, 1914, a supplementary prize of $5.00 was offered to anyone composing an equally meritorious problem OF ONLY EIGHT MEN ON THE BOARD.

Said offer to expire September 15, 1915.

Solution by the Author F. M. BENEFIEL, Coffeyville, Kansas.

(a)*19-23	32-27	12-16	(8)15-11	(d)*19-23	8-11	6-10
1-2(b)27-32	18- 9	(7-28)28-24	(c)*30-25	(10) 3- 8	19-16	17-13
25-22	27-18	26-30	(9)11- 8	22-18	11- 7	10-15
18-15	9- 6	24-20	25-22	14-17	16-22	11- 7
22-18	3,4,5,618-14	*16-10	8-3	23-19	7-11	18-14

Variation (1).

*27-31	31-32	(32)16- 7	7- 2	(30)22-17	20-16	and
25-22	18- 9	* 9- 6	6-10	23-18	14- 9	black
(29)18-15	(31)15-10	j28-24	24-20	17-13	13- 6	now
22-18	12-16	16-11	(h)*11-15	18-14	10- 1	wins

Var. (2)., J—27-24, 12-16, (33(24-20, 25-22 and black wins.

Variation (3).

(e)15-11	16-11	19-23	*13- 9	24-27	10-15	28-32
6-10	8- 3	*22-27	18-23	1- 6	32-28	19-23
(11)18-23	*10- 6	23-18	* 9- 6	27-24	15-18	32-28
(c)*26-30	(13)24-20	17-13	23-27	6-10	28-32	27-32
(12)28-24	30-25	18-14	6-10	24-27	18-23	28-24
12-16	23-19	* 6- 1	27-24	15-19	32-28	32-28
11- 8	25-22	14-18	10-15	27-32	23-27	B wins

Variation (4).

18-23	23-19	28-24	(14)15-10	(15)24-20	19-24	24-19
26-30	30-26	6- 2	12- 8	8- 3	26-22	22-18

Variation (5).

(f) 28-24	6- 2	18-14	7- 2	8- 4	14-10	1-10
(c)*26-30	(24)14-18	*26-22	16-12	7-11	1- 5	7-14
(x,y,z) 24-19	12- 8	(26)14-9	22-18	9- 6	10- 6	and
30-26	(25)19-16	8- 3	11- 8	18-14	5- 1	black
18-14	2- 7	15-11	2- 7	6- 1	11- 7	wins

(x, y, z) See Variations (16-17-18-19).
Var. (6) 18-22, 26-31, 28-24, 31-27, 24-20, 27-23, 15-11, 6-10 black wins.

Variation (7).

(g)14-18	14-10	14-10	28-24	20-16	this	Var.(8)
(c)26-30	6- 2	2- 7	25-22	*18-23	Var.	but they
(20)18-14	10-14	10- 3	24-20	16-12	is very	are very
30-25	16-19	19-10	22-18	23-19	much like	strong

Variation (8).

14-10	30-25	7- 3	16-12	4- 8	15-11	.7-16
6- 2	(27)10- 7	*19-16	8- 4	18-15	3- 7	8-11
15-11	25-22	11- 8	22-18	8- 4	*12- 8	16- 7

Var. (9)—14-7, *6-10, (21(17-13, 19-15 11-8, 15-11, 8-3, 10-14, B. wins.

Var. (10)—20-16, 22-18, 14-17, 6-10, 16-11, 23-19, 11-7, 19-16, 7-2, 16-11.

Var. (11)—28-24, 26-30, 24-19, 30-26, 18-23, 12-16, black wins.

Var. (12)—23-19, 30-26, 19-24, 26-23, 24-20, 23-18, 28-24, 18-15, B. wins.

Var. (13)—24-19, 6-10, 23-18, 30-25, 18-23, 25-22, 23-27, 22-18, 27-24, 18-23, B. wins.

Var. (14)—15-11, 26-22, 19-23, 12-16, 11-8, 16-11, 8-3, 2-6, 24-20, B. wins.

Var. (15)—(22)19-16, 25-22, 24-20, 8-3, 16-11, 22-18, black wins.

Variation (16).

24-20	(23)18-14	14-10	10-14	14-10	10- 3	black
20-26	26-23	6- 2	23-19	2- 7	19-10	wins

Var..(17)—18-22, 12-16, 24-20, 16-19, 15-11, 6-10, 11-8, 19-15, 22-17, 15-11, 8-3 B

Var. (18)—18-23, 12-16, 24-19, 30-26, and black wins.

Var. (19)—15-11, 6-10, 24-19, 30-26, 18-23, 12-16, black wins.

Var. (20)—18-23, 16-12, and black wins same as variation four.

Var. (21)—11-8, 19-15, 20-16, 15-11 and black wins.

Var. (22)—19-15, 26-22, 24-20, 8-3, 20-16, 2-7, black wins.

Var. (23)—15-11, 6-10, 20-16, 12-19, 18-15, 19-16, black wins.

Var. (24)—15-11, 26-23, 19-15, 23-19, 14-10, 19-16, 10-7, 12-8, B wins.

Variation (25).

18-23	23-27	16-12	8- 4	24-28	32-28	black
26-22	* 8- 3	22-18	7-11	23-19	11-16	wins
19-16	15-11	11- 8	27-24	28-32	and	
2- 7	7- 2	2- 7	18-23 . .	19-24	now	

Var. (26)—15-10, 8-3, 16-12, 22-17, 14-21, 7-14, black wins.

Var. (27)—11-8, 25-22, 8-3, 22-18, 3-8 18-15, black wins.

Variation (28).

14-10	14-10	28-24	24-20	20-16	11- 8	and
6- 2	2- 7	26-31	10-15	15-10	10- 7	now
10-14	10- 3	3- 8	8-12	16-11	8- 4	black
*16-19	19-10	31-27	27-23	23-19	7- 3	wins

Var. (29)—28-24, 22-15, 31-22, 12-16, 24-20, *23-18, (i) black wins.

Var. (30)—20-16, 23-18, 22-26, 10-7, 2-11, 15-8, black wins.

Var. (31)—22-17, 12-8, 28-24, 9-13, black wins.

Var. (32)—22-25, 16-11, and black wins.

Var. (33)—24-19, 16-20, 19-15, 25-22, and black wins.

Var. (34)—K-26-31, 27-24, 19-23, 24-20, 25-22, 28-24, drawn.

Annotations.

(A)—Moves marked with a star (*) indicate the only move for a win.

(B)—White's strongest defense.

(C)—In the author's original solution 26-31 was given as a draw but Mr. C. D. P. Hamilton jr. has shown it to be a black win.

(D)—This move is exceptionally fine.

(E)—This variation affords much rare and beautiful play.

(F)—This variation with its sub-divisions contains some very critical play.

(G)—Variation (7) and (8) show the student the shift of the move allowing the trade to be made.

(H)—At this point 11-8 instead of 11-15 allows white to draw.

(I)—This variation forms one of Sturges' standard problems which is given in many of the text books.

(J)—This variation is very weak for white.

(X, Y, Z)—Variations 16, 17, 18, 19, start at this point.

THE TWO MOVE RESTRICTION.

Ballot number	Black move		White reply	Ballot number	
(1)	9-13		21-17	(1)	
(2)	9-13		22-17	(2)	
(3)	9-13		22-18	(3)	
(4)	9-13		23-18	(4)	
(5)	9-13		23-19	(5)	
(6)	9-13		24-19	(6)	
(7)	9-13		24-20	(7)	
(X) (8)	9-14	(X)	21-17	(8)	(X)
(9)	9-14		22-17	(9)	
(10)	9-14		22-18	(10)	
(*) (11)	* 9-14	(*)	23-18	*(11)	(*)
(12)	9-14		23-19	(12)	
(13)	9-14		24-19	(13)	
(14)	9-14		24-20	(14)	
(X) (15)	10-14	(X)	21-17	(15)	(X)
(16)	10-14		22-17	(16)	
(17)	10-14		22-18	(17)	
(*) (18)	*10-14	(*)	23-18	*(18)	(*)
(19)	10-14		23-19	(19)	
(20)	10-14		24-19	(20)	
(21)	10-14		24-20	(21)	
(22)	10-15		21-17	(22)	
(23)	10-15		22-17	(23)	
(24)	10-15		22-18	(24)	
(25)	10-15		23-18	(25)	
(26)	10-15		23-19	(26)	
(27)	10-15		24-19	(27)	
(28)	10-15		24-20	(28)	
(29)	11-15		21-17	(29)	
(30)	11-15		22-17	(30)	
(31)	11-15		22-18	(31)	
(32)	11-15		23-18	(32)	
(33)	11-15		23-19	(33)	
(34)	11-15		24-19	(34)	
(35)	11-15		24-20	(35)	
(36)	11-16		21-17	(36)	
(37)	11-16		22-17	(37)	
(38)	11-16		22-18	(38)	
(39)	11-16		23-18	(39)	
(*) (40)	*11-16	(*)	23-19	*(40)	(*)
(41)	11-16		24-19	(41)	
(42)	11-16		24-20	(42)	
(43)	12-16		21-17	(43)	
(44)	12-16		22-17	(44)	
(45)	12-16		22-18	(45)	
(46)	12-16		23-18	(46)	
(*) (47)	*12-16	(*)	23-19	*(47)	(*)
(48)	12-16		24-19	(48)	
(49)	12-16		24-20	(49)	

(X)   These two are always rejected 9-14,
        21-17; and 10-14, 21-17).
(*) These were originally thought to be un-
tenable and were rejected, but later analy-
sis has shown them to be safe for a draw
and they are now commonly used in play.

The introduction and almost universal adoption of this mode of opening is undoubtedly the most pro-progressive step yet taken to improve the play and strengthen the players in general. It was first used by the English and Scottish Draughts Association and gave such satisfactory results that practically every important series of match games is now conducted on this plan.

With this system in vogue, repetition of play is very materially lessened, if not altogether done away with as it is very unlikely that the same opening will be drawn any number of times in a series. For this reason it is necessary to perfect a strong line of defense for each of the openings rather than to devote all the time to mastering one or two games with the intention of playing them alone.

At the time of its adoption six of the forty-nine possible openings were rejected as untenable, on account of their forming impractical positions; since then however, these openings have been carefully analyzed and it is now generally conceded that a draw is possible on all but two, (9-14, 21-7 and 10-4, 21-17) where the handicap of losing a man without gaining any advantage of position is too great to be overcome.

The recognized openings are here given and with this list as reference, ballots may be numbered and used.

The entire 49 openings should be placed in the deck being careful to mark the ones to be rejected. This will do much toward familiarizing the student with those which are barred.

This style of opening has not found favor with all the members but if it were more generally adopted in every-day play this prejudice would soon vanish and its advantages would become apparent.

To those who do not fully understand its usage it may be said, that, as the term implies certain of the first two moves must be made by the players, as may be fixed by drawing, or by agreement. For instance: Two players start to contest a 30-game match, to be played under the "two-move restriction" rule.

To begin with 49 cards are prepared (the number of possible openings) each card bearing the numbers which constitute the first two moves of each opening, *those to be rejected having been previously agreed upon and marked.* Then the two combatants, let it be said No. 1 and No. 2, draw for color, to decide who shall play black in the first game. Assuming No. 1 is to have the black men in the first game, he draws a card from the pack of 49, and he must make his first move according to the numbers on that card. If these numbers are 11-15, 22-18, then No. 1 plays 11-15, and No. 2 plays 22-18, after which either player may adopt any line he may choose.

When the first game is finished No. 2 plays black in the second game, going 11-15, his opponent being bound to reply 22-18. It is often agreed that the card drawn from the pack shall not be returned, so as to eliminate a recurrence of the same opening being played again in the same match. Thus is will be seen that in a 30-game match, only 15 of the 47 legitimate openings would be drawn.

After the completion of the first two games, either man may draw a card from the pack to fix the first two moves in the third and fourth games, but No. 1 must play black so as to resume the regular order of the first move. The same system is pursued, as has been outlined, until the match has been finished.

In the match of fifty games between C. F. Barker and James Wyllie, for a stake and the world's championship, which began at Boston, October 24, 1882, thirty-one of them were Glasgows, an opening so familiar to Barker that his backers had, no doubt, instructed him to run all games into that opening whenever possible. This could not have happened under the two move restriction plan.

CONSTITUTION AND BY-LAWS

(Revised and approved at regular meeting,
January 5, 1915).

. . . .

1. This organization shall be known as

THE KANSAS STATE CHECKER ASSOCIATION,

which name shall not be changed as long as one dissenting vote is cast.

2. Its object shall be the encouragement of scientific study of the game of checkers and the establishment of fraternal relationship among the players of this state.

3. Its members shall be limited to residents of this state, of good character and Caucasian descent.

4. Its officers shall consist of a President, Vice President and Financial Secretary, who shall be elected for a term of one year, by a majority of votes cast at the annual meeting.

5. The dues shall be one dollar per year, payable annually in advance, and any member having all dues paid to date may also enter and play in the annual tournament.

6. Local clubs may become affiliated with the state association upon payment of each of their member's dues.

7. Each local club shall report in full as to its membership, its dues and meetings; said report to be in the hands of the executive committee ten days prior to the annual meeting of the state association.

8. The St. Louis Globe Democrat shall become the official paper of this association and all business given publicity through its columns.

9. The regular meetings shall be held on the first Tuesday in January and shall convene promtply at nine o'clock.

10. Any and all businiess arising between meetings shall be submitted to the executive committee as a body and a majority vote of this committee shall be binding upon the association.

11. The president shall perform such duties as usually fall to that office and his decision in matters of dispute shall be final unless it is shown that he is an interested party.

12. It shall be the duty of the vice president to act whenever the president is absent or for any reason unable to fill the office.

13. The secretary shall be the custodian of the official funds and records and at each meeting shall make an itemized report of all transactions. He shall issue or cause to be issued a call for bids for the location of the tournament each year, and attend to such other correspondence as may come before the association.

14. The bids shall be in the hands of the secretary not later than the fifteenth of November and he shall submit same to the executive committee who shall decide which of the bids is most acceptable, taking all things into consideration.

15. Annual tournaments shall be held to decide the championship of the state and prizes for both class (A) and (B) shall be given in order to encourage all members to put forth their best efforts.

16. Having won the championship at a regular tournament the champion shall retain the title for the entire year, but shall forfeit it if leaving the state, in this event the second highest shall become the recognized champion.

17. In all tournament or match games the two-move restriction shall govern the play with the six openings 9-14, 21-17; 10-14, 21-17; 9-14, 23-18; 10-14, 23-18; 11-16, 23-19; 12-16, 23-19 barred.

18. The standard rules as given in the official book of this association shall govern all play, but the executive committee shall have the power to arrange the tournament play to suit the existing circumstances.

19. Any member failing to put forth his best efforts for the purpose of falling in Class B and thereby gaining a prize shall be dismissed from this association; the same penalty shall be assessed against any one guilty of conduct in any way detrimental to the welfare of the game.

20. Any subject not covered in these rules or Roberts Rules of Order shall be left to the discretion of the president but these rules may at any time be amended by a two-thirds majority of members present at annual meeting.

(Signed)   FRANK G. FARMER, President, Wichita, Kan.
                  WALTER L. SMITH, Vice-President, Coffeyville, Kan.
                  EARL PARKHURST, Secretary, Independence, Kan.

*   *   *   *   *   *   *   *

A reasonable amount of time properly spent in the study of this game will not only prove to be a source of recreation but will enable anyone to gain a practical knowledge of the elementary principles involved, at the same time affording an excellent opportunity for intellectual expansion.

HISTORICAL ITEMS OF INTEREST
. . . .

One very eminent author has described the game of checkers as being one of the "simplest-compound-complex-perplexing-mathematical-problems" known to mankind. It is so simple that scarcely a person can be found who has not at some time been a devotee of the game and aspired to become an expert; and it is only, after the student is reasonably familiar with its vagaries that the complexity of its character is apparent.

Records have been found showing that the Egyptians were familiar with the game as early as 1600 B. C. and it was also played in Ancient Greece; it is conjectured that this is the game with which, in the first book of the Odyessey, Homer describes the suiters of Penelope as amusing themselves, and which according to Plilostratus was invented by Palmedes at the seige of Troy, 1184 B. C.; but this is not generally credited, as the walls of Thebes show a much more ancient portrait of Rameses III who is undoubtedly playing checkers with a lady.

A form of the game in China is known by the very apporpriate name of "The Game of Circumvention"; this game is also found among the native tribes of New Zealand. The French game is known as "Les-Dames" on account of its having been a favorite of the ladies, some of whom have become recognized experts; and in Scotland the draught-board is called the "Dambrod". The British museum contains many specimens of ancient draught-men and draught-boards; the latter were checkered but of different sizes and shapes, and none of the draught-men were capable of being crowned as the men of today.

The early publications are eagerly sought after by collectors and can seldom be purchased even at fabulous prices. The best and largest collection is in the possession of Henry Hutzler of Cincinnati, Ohio; it has never been equalled, containing every book printed at any time in any language, with the exception of one volume. (The first book on checkers printed in America by B. Pearce of Albany, N. Y.)

The most important early publication was Wallets, issued in Paris, 1668, but an English work was published as early as 1566. Much of the progress of the game during the last century has been due to the modern methods used in compiling the works of the various authors and the increased mail facilities allowing frequent exchanges of ideas. In communities, where the study has been taken up, the adancement has been very rapid; while in others the same old games are played day after day, and year after year.

KANSAS PLAYERS OF EARLY DAYS.

Very little is known concerning the play or players in Kansas before the organization of the Kansas State Checker Association, as no authentic record of events prior to that time is available. Every community boasted of a local champion who defeated all comers, but each preferred to rest on the merits of laurels already won, rather than to go in search of new worlds to conquer.

We are told by the old settlers that these players compared favorably with those of the present day and many an interesting tale of long ago has for its setting a country grocery store or village barber shop with a game of checkers in progress, closely watched by a score or more of confidential advisors.

Joe Drouillard is perhaps the most widely known on account of his match with the American champion, C. F. Barker, in Kansas City, Mo. This event, which was held under the auspices of the Kansas City Chess, Checker and Whist Club, marked a new epoch in the history of the game in this state, as it was the first time a Kansas player had ever participated in a contest of national importance, and while Drouillard was very decisively defeated at the hands of the veteran champion, it kindled a spark of enthusiasm and resulted in the formation of a state-wide association which now campares favorably with many of the older organizations.

W. S. MORSE FIRST KANSAS CHAMPION.

The first call for players to meet in championship play was issued in 1900 by the Pottowatomie County Fair Association. The gold medal offered as a prize was won by W. S. Morse of Americus, Kansas, and the event being duly advertised and conducted in accordance with the standard rules entitles him to recognition as the first champion of Kansas which title he retained for seven years. For this reason we have included as the frontispiece of this work a full page photo-engraving of this pioneer player.

In 1907 Mr. Morse attended the meeting held in Wichita for the purpose of organizing a permanent state association, and announced that the winner of the tournament would receive possession of the medal he at that time held and upon winning the same three times would become the owner. Mr. Morse has since attended the tournament at various places and the fact that he has on numerous occasions finished below the class A division does not discredit his playing ability but rather shows the progress made by the other players affiliated with our association.

LOCATING THE TOURNAMENT.

. . . .

As interest largely centers around the annual tournament the club or city which secures this event receives a direct benefit through the renewed interest of the members and the publicity which is naturally given, as well as the added prestige among the followers of the game. On this account each club endeavors to have the tournament held in their city, and in addition to a suitable place to play, some very flattering propositions in the way of prizes are offered.

To guard against any favoritism in the selection of a location, a plan has been adopted whereby each club must submit bids and the one offering the best inducement secures the tourney, provided there is no serious drawback to its acceptance which might cut down the attendance and thus hurt the association.

In accordance with the by-laws the secretary on or about the first day of October, issues a call for bids for the location of the tournament to be held on the second Tuesday of the following January and such bids must be in the hands of the secretary not later than the fifteenth day of November *on which date* they will be opened and forwarded to the two other members of the committee and as soon thereafter as possible the successful bidders will be notified in order to give ample time for publication.

Any checker club, coterie of players or even any individual, is entitled to recognition upon submitting to the committee reasonable proof that their bids are backed by responsible parties and that the money will be available when the annual meeting convenes; the method of raising this money is left entirely to the discretion of the bidders excepting of course such methods as might injure the standing of the game. In the eighth and ninth tournaments where the bids were sixty and seventy-five dollars, the Independence and Wellington clubs adopted the plan of issuing tickets and charging admission at the door.

This money is given to the winners in the two classes, (A) and (B) and as the amount of the bids may vary, the size of the prize checks is also subject to change the only rule regarding this is that the class (A) total shall be double the amount awarded to class (B). Thus it was that in Wellington the prizes were, Class A $25.00, $15.00 and $10.00, and Class B, $12.50, $7.50 and $5.00, the purpose of these prizes is to reward the players in a small way for their efforts and to stimulate their interest in the game.

METHOD OF PLAY.

The customary plan is the all-round classification system and each player is compelled to contest two games round with each of the other players who are entered in the tournament. This plan is subject to change however, should the attendance be so large as to make it impossible to meet so many in the classification series. In this event the entries would be divided and the four highest in each division would meet the four highest in the other for Class A honors, and the second four in each division would contest for Class B. Thus it will be seen that Class A is composed of the eight having the highest scores, and Class B of the second eight in standing.

The play in the two classes is usually four games round and each player contests twenty-eight games with the other seven in his class. The two highest in Class A are then eligible to the *Championship Series* and the complete record of these ten games is kept for publication in the year book of the association which also contains the full report of the tournament, giving the group picture of the contestants and individual scores of all the entries.

The tournaments to date have been held at the various cities as shown in the following table which gives the date and location of the tournament as well as the name and residence of the champion. Limited space at our disposal prevents a more lengthy discussion at this time. The report in full of these tournaments and individual photographs of the champions are given in volume two of this book.

		PLACE HELD.	WINNER.	RESIDENCE.
1.	1907.	Wichita	C. J. Williamson	Mt. Hope
2.	1908.	Wichita	C. J. Williamson	Mt. Hope
3.	1909.	Wichita	C. J. Williamson	Mt. Hope
4.	1910.	Wichita	William Pilcher	Wichita
5.	1911.	Wichita	Frank G. Farmer	Wichita
6.	1912.	Hutchinson	John Dougherty	Ellsworth
7.	1913.	Manhattan	*John Dougherty	Ellsworth
8.	1914.	Independence	Walter L. Smith	Coffeyville
9.	1915.	Wellington	Frank G. Farmer	Wichita

*Mr. Dougherty after winning the championship forfeited it by moving from the state, and as Walter L. Smith of Coffeyville, made the second highest score in this tourney he became the State Champion and later retained his title in the 1914 tourney held in Independence.

OUR EXCHANGE.

Our relations with other checker associations have always been very cordial and it is with pleasure that we acknowledge the many courtesies received and the numerous invitations which have been extended to our members by the national as well as the various state and local organizations.

The American Checker Association with its efficient officers and general membership has done much for the advancement of the game and while as yet there is no direct affiliation between the Kansas and National Associations we realize that our interests are mutual and express our willingness to assist them in every way possible.

To the Various State Associations We take this method of extending to each of you our best wishes for your future success. Some of you are older and more advanced than we, while others are still confronted by the difficulties which naturally befall any new organization. Kansas congratulates each of you for your accomplishments, and expresses its confidence that your future attainments will more than equal those of the past. We especially desire to become better acquainted with our immediate neighbors, *i. e.* Oklahoma, Arkansas, Missouri, Iowa, Nebraska and Colorado, as we feel that our interests are more closely allied and we are so located that it would be possible for representative players from each state to meet and engage in friendly team matches at any time convenient to all parties concerned.

It has been suggested that as Kansas City, Mo. affords the best railroad facilities, it would be possible for the teams representing two, four or six states, to meet on some such date as Labor Day or Thanksgiving Day and engage in a friendly contest under the aspices of the Kansas City Chess, Checker and Whist Club. This club is one of the most progressive in the United States, having staged many matches, including the one for the American Championship, *Drouillard* v. *Barker*, and the recent World's Championship Match, *Banks* v. *Jordan*. In addition, its president, Mr. E. H. Greene, is also president of the American Checker Association, and his selection as referee would meet with the unanimous approval of all contestants.

In conclusion we wish to thank the Local Clubs in other states which have so cordially issued standing invitations to our members and by way of reciprocation a similar invitation is extended to members of other checker clubs or associations. Volume two of this book will contain a directory of Kansas players, and visitors who call on our members in the various towns are assured the opportunity of contesting many pleasant games.

END OF VOLUME ONE.
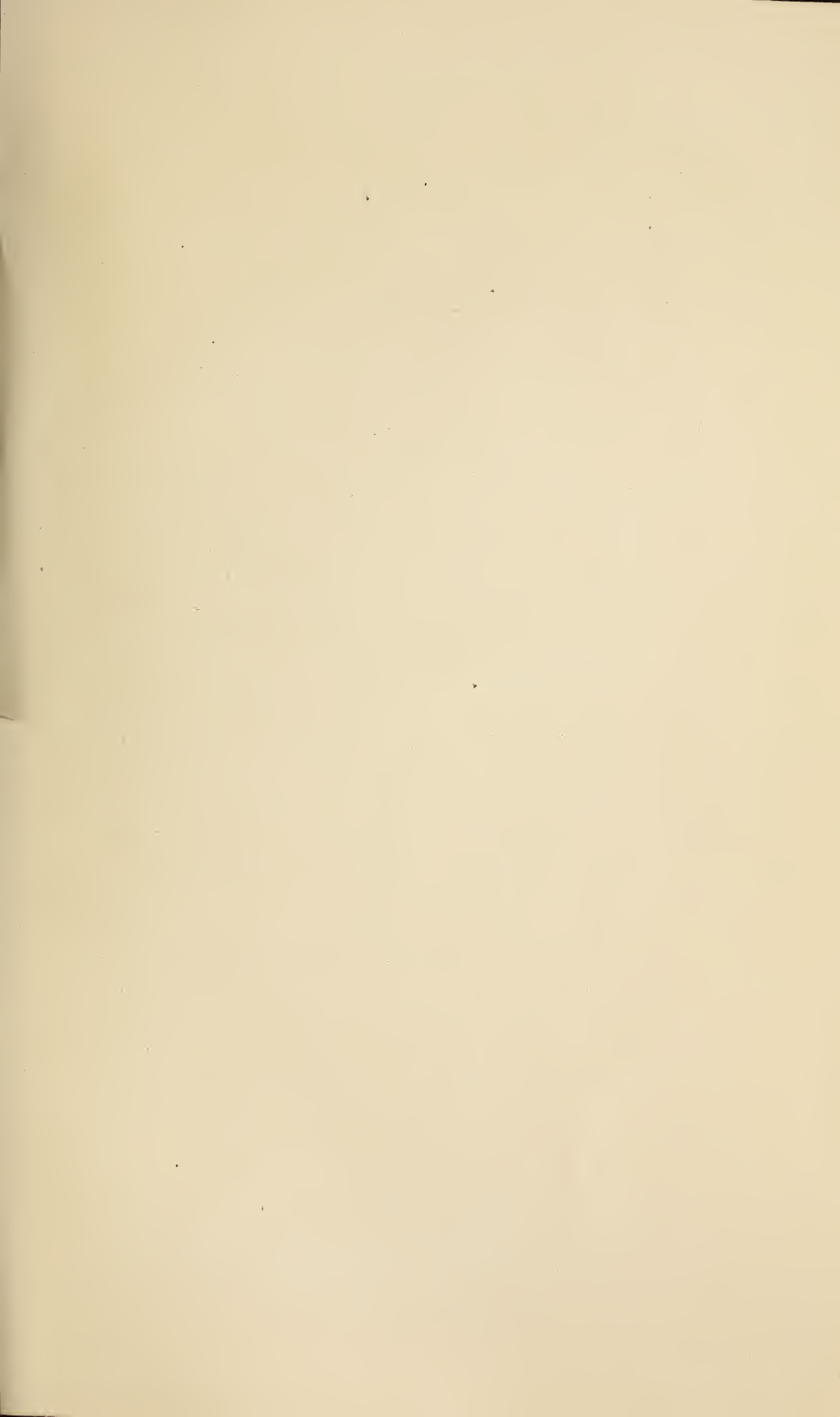
1914 TOURNAMENT, INDEPENDENCE, KANSAS, Read Left to Right

D. P. Mills, H. J. Richenbrode, W. H. Fanstock, P. L. Weber, C. L. Ring, A. P. Kidwell, Jay Ellis, Ernest Griffith, Chas. Fleming, E. P. Smith, Chas. A. Bunner
E. A. Waggoner, Walter L. Smith, Frank G. Farmer, Earl Parkhurst, A. L. Bushnell
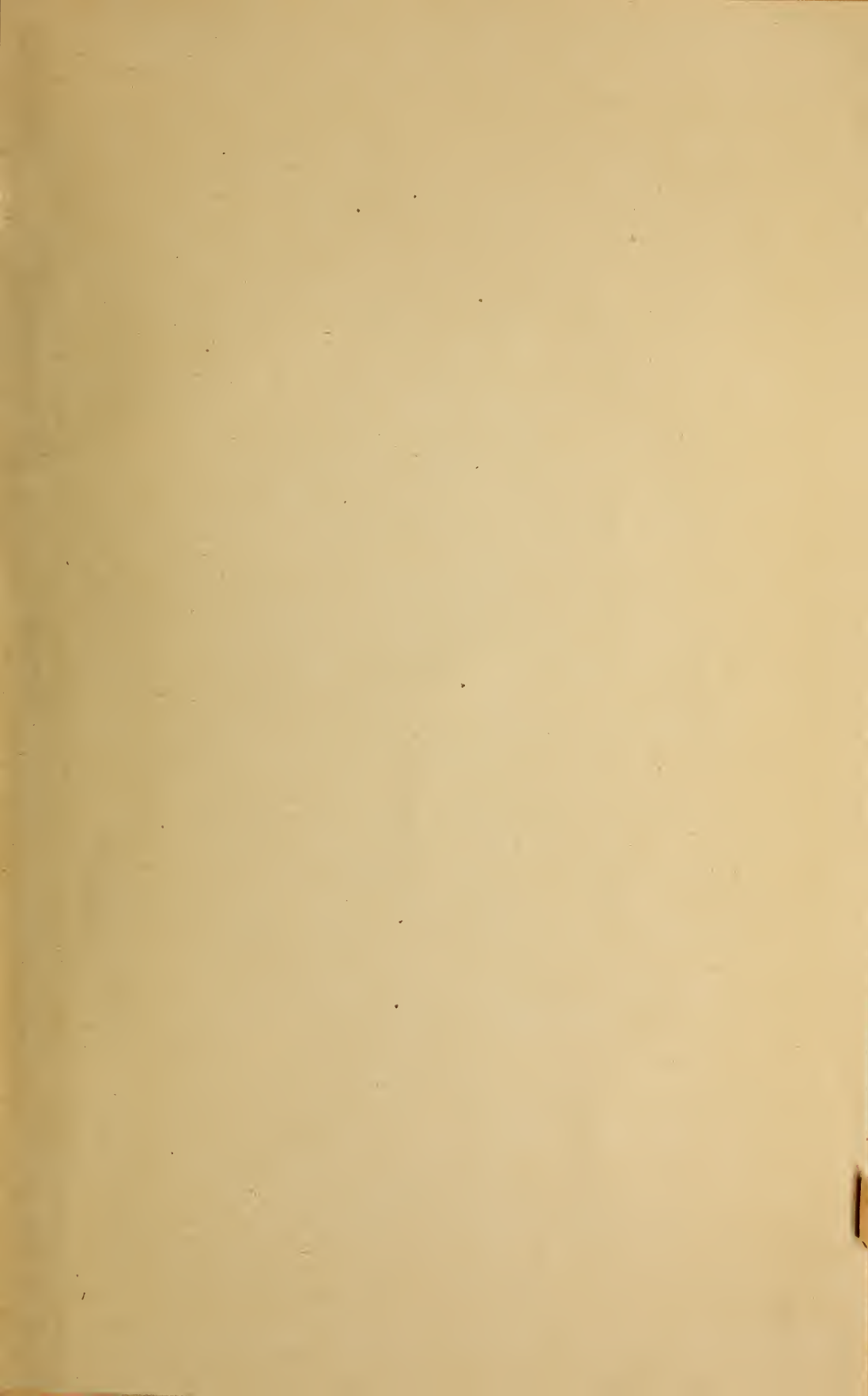
BY-LAWS.

OF THE

Montgomery County Chess and Checker Association.

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I. This organization shall be known as the Montgomery County Chess and Checker Association.

II. It shall at all times be under the jurisdiction of the Kansas State Checker Association, and shall become one of the local clubrooms of the State Association.

III. Residents of Montgomery County, of good moral character, may, upon application, be admitted to membership.

IV. The dues shall be Three ($3.00) Dollars per year, payable in advance, of which One ($1.00) Dollar shall be in payment of the member's dues in the Kansas State Checker Association.

V. Its officers shall consist of a President, Vice President, and Financial Secretary, and shall be elected for the calendar year by a majority of votes cast at the regular meeting held the last week in December.

VI. The officers shall perform such duties as usually fall to the respective offices to which they have been elected.

VII. Regular meetings shall be held every Wednesday evening and social sessions may also be held on Sunday afternoons.

VIII. Visiting members of other associations shall at all times be admitted to the club rooms.

IX. It shall be the duty of each member to assist in promoting the game and any member guilty of conduct in any way detrimental to its welfare, shall upon conviction, be expelled from this association.

X. These by-laws may at any time be amended by a two-thirds majority, but such revision must conform with the Constitution of the State Association.
Signed and Approved:

WALTER L. SMITH, President, Coffeyville, Kan.
MASON AUBUCHON, Vice Pres., Independence, Kan.
EARL PARKHURST, Secretary, Independence, Kan.

STANDARD OPENINGS.

. . . .

    (*) Weak and irregular openings.
    (†) This game is an absolute loss for white at this point.